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SIMON®

WATCH, REMEMBER, REPEAT TO STAY IN THE GAME! AGES 8+

CONTENTS: SIMON® game unit

1 PLAYER B7962

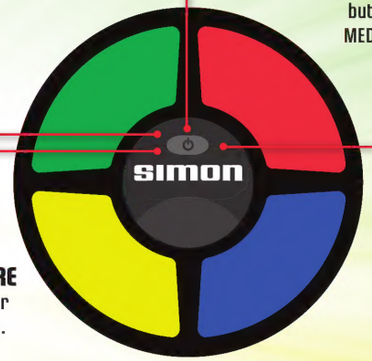
THE FIRST TIME YOU PLAY

Replace demo batteries with alkaline batteries. A Phillips/cross head screwdriver (not included) is needed to insert batteries.

CHECK OUT THE GAME UNIT

TO TURN THE GAME ON
Press the power button.

TO ADJUST THE VOLUME
With the game on, press the power button to cycle through LOUD, MEDIUM, QUIET, and MUTE levels.



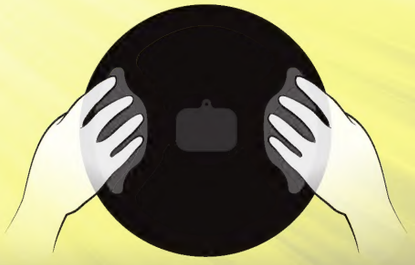
TO WAKE THE GAME UP
Press the power button. (The game shuts down after 15 seconds of inactivity.)

TO SEE THE HIGH SCORE
Press and hold the power button for two seconds.

RESET BUTTON
On the back of game unit.

FRONT

BACK



To hold the game unit, place your thumbs on the front and the rest of your fingers in the depression on the back. Or place it on a table to play.

LET'S PLAY

1. Press the button on the front of the game unit. Lights and sounds will play.

2. The green light will flash. Press it to start the game.

3. A color will flash. Repeat the sequence by pressing the same color.

4. The game will continue. After each light sequence that you repeat successfully, a light will be added to the end.

5. When you don't complete a sequence successfully, the SIMON® game will play a fail sound and display your score. Try to beat your high score!

6. **SCORING**

Your score is displayed as a series of lights and sounds.

When you see	You have earned
All lights flash	10 points
Green light flashes	1 point

Example: If you get 27 sequences correct, you will see all lights flash two times and the green light flash seven times. Your score is 27.

To see the high score, press and hold the power button for two seconds.

FCC Statement

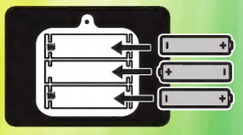
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Consult the dealer or an experienced radio/TV technician for help. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. CAN ICES-3 (B) / NMB-3 (B)

TO REPLACE BATTERIES

Replace demo batteries with alkaline batteries. Use a Phillips/cross head screwdriver (not included).



HOW TO WIN

Complete the longest sequence you can to hit a new high score!

TIPS

- To hear the high score, press and hold the power button for two seconds.
- If the game unit is not working properly, try replacing the batteries. You can also try pushing in the reset button, located on the back of the game unit near the battery compartment (use a paper clip if necessary). Note that the high score will be lost when you replace the batteries or press the reset button.

x3 ALKALINE BATTERIES REQUIRED
1.5VAA **DEMO BATTERIES INCLUDED**

IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. TO AVOID BATTERY LEAKAGE

a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.

b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.

c. Remove exhausted or dead batteries from the product.

d. Remove batteries if product is not to be played with for a long time.

e. Do not short-circuit the supply terminals.

f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision.

DO NOT RECHARGE OTHER TYPES OF BATTERIES.

2. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.